

Exploring pathways of agroecology transition through gaming approach in the northwestern uplands of Cambodia

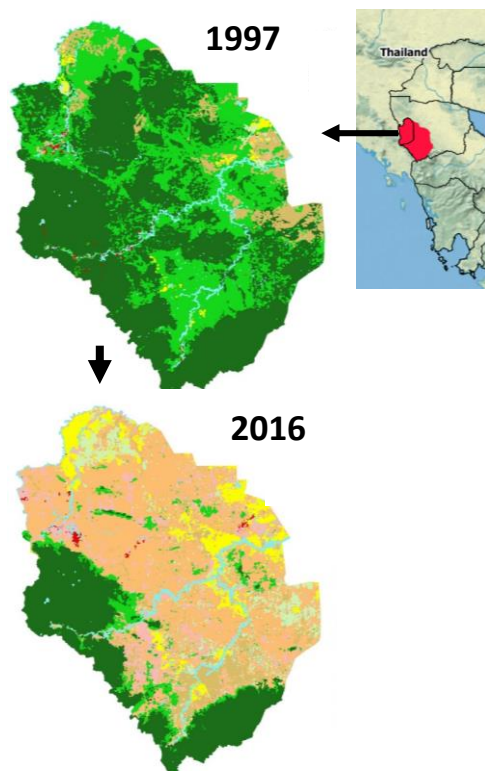
Rada Kong, Jean Christophe Castella, Florent Tivet, Jean Christophe Diepart, Vira Leng, Vuthy Suos, Sovann Pat, Raksmeay Sen

Contact: radakong@yahoo.com

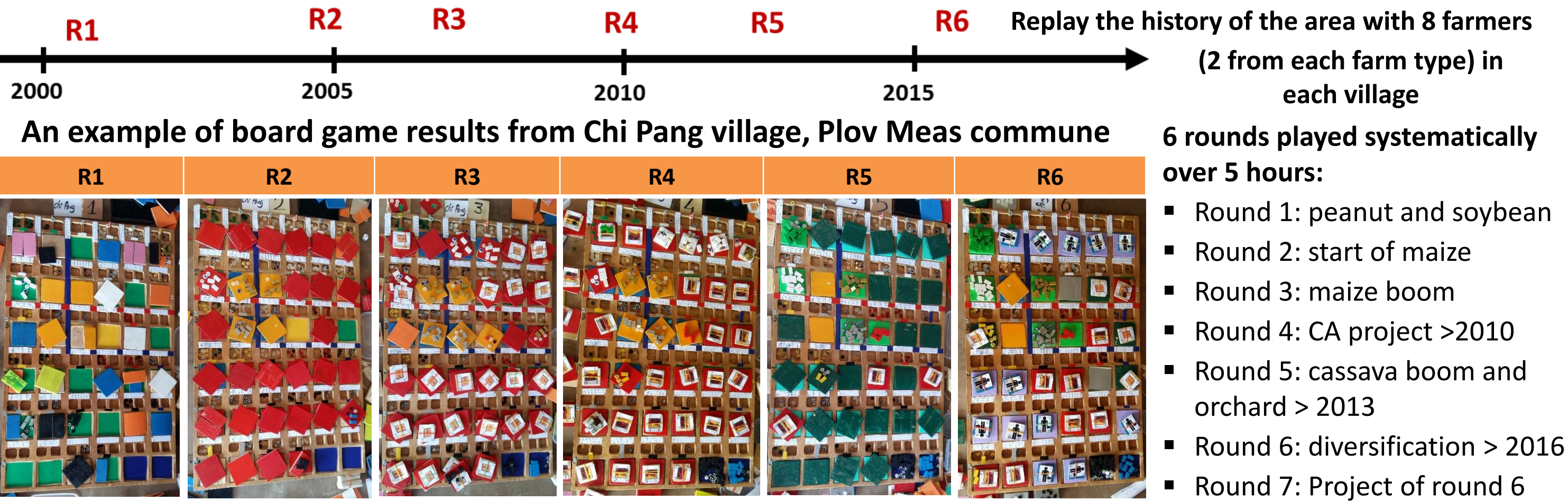
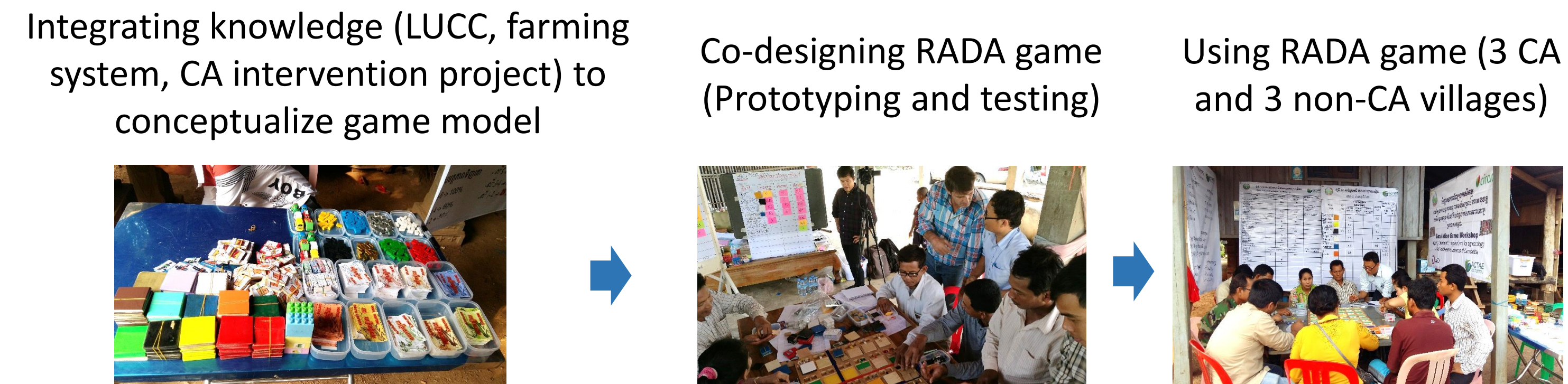


Background

- Dramatic land use and land cover changes (LUCC)
- Rapid transition of farming
- Different feedbacks on innovative techniques e.g. conservation agriculture (CA)



Methodology: Gaming approach with “Resilient Agriculture through co-Design of Agroecology pathways” (RADA game)



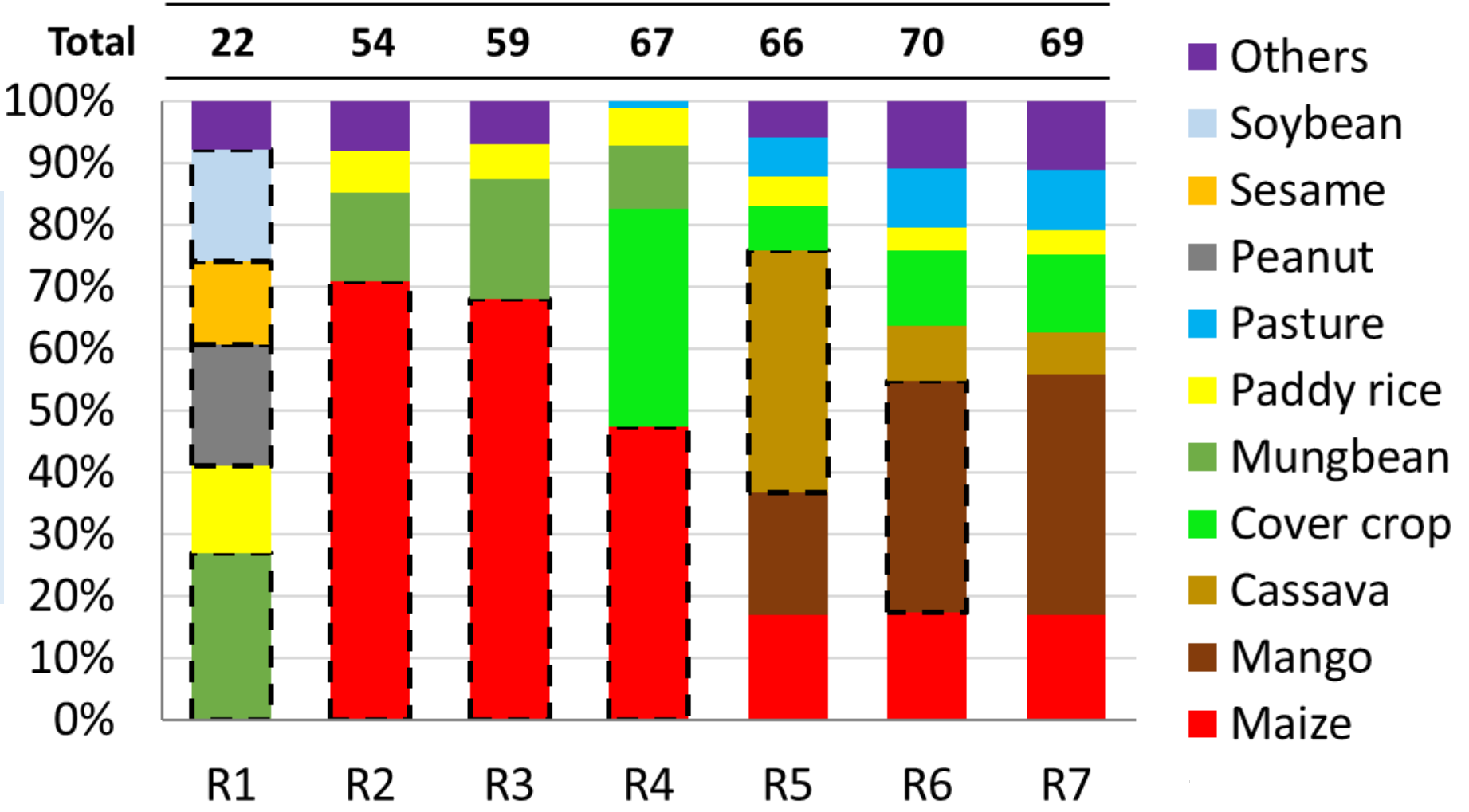
Results

Changes of land uses

Changing from diversified to homogenous landscape:

Soybean/Peanut -> Maize

-> Cassava -> Mango



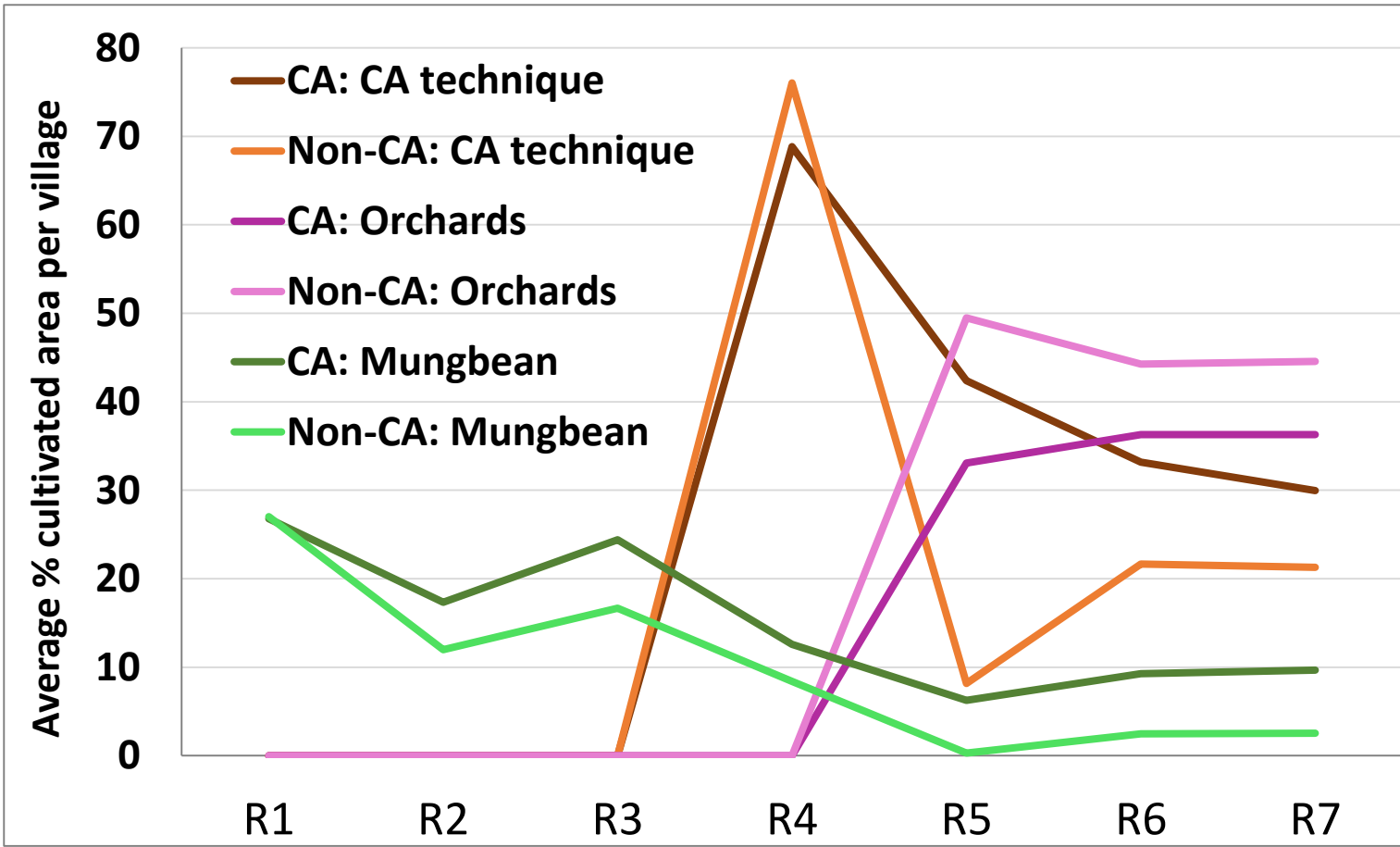
Impact indicators

Capital accumulation (Million KHR)	1	7	75	127	183	246	246
Total cattle (head)	16	24	43	68	69	73	73
Return on investment (%)	328	229	144	153	140	112	111
Pesticides use (l-kg/ha)	0.0	3.3	5.5	4.6	4.3	11.5	12.3
Land degradation accumulation (%)	-1	-16	-30	-27	-43	-42	-41
Rain and market vulnerability	0.03	0.10	0.23	0.19	0.15	0.21	0.21

Rising economic and environmental risks

Innovation

CA villagers are more knowledgeable about soil conservation



Conclusions:

- Game supports collective learning and messages transfer
- Farmers remain in logic of boom crops, but having more cattle and off-farm
- Farmers are more willing to adopt innovations (more window opportunities for intervention)
- It is needed co-designing process for agroecological practices; improvement of social organization; and engagement of all other actors e.g. private sectors